

# K-KRAZY KRITTERS<sup>TM</sup>

BY K-BYTE™



No. 22101

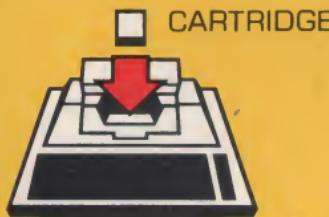
CBS Software

# LOADING YOUR GAME CARTRIDGE

To load the game program from the cartridge into the computer:

1. Connect your \*Atari® 400™ or Atari® 800™ Personal Computer System to your TV set as outlined in the Operator's Manual.
2. Plug your Joystick Controller firmly into the left controller jack at the front of your computer.
3. Open the cartridge door of your computer and insert the game cartridge into the cartridge slot. On the Atari 800, use the LEFT CARTRIDGE slot.
4. Turn your TV set on and adjust the volume.
5. Turn on your computer.

Note: Your game cartridge may be inserted before or after you have switched computer power on. Opening the cartridge door will automatically shut the power off.



ATARI 400™



ATARI 800™

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PROGRAM CREATED AND WRITTEN BY:

Torre Meeder  
Dr. Keith Dreyer

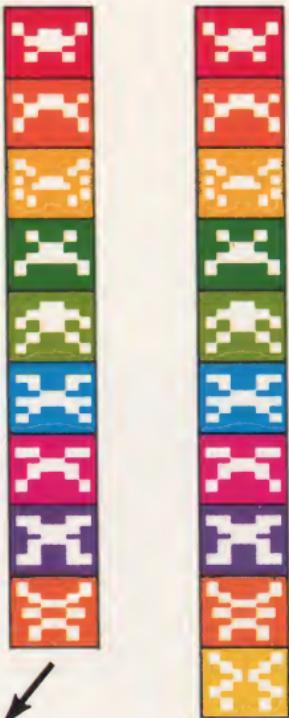
# K-KRAZY KRITTERS™

The object of the game is to clear the screen of the eight columns of Alien Kritters being beamed down on your Star Base... and eliminate the Free Falling Kritters before they reach the bottom.

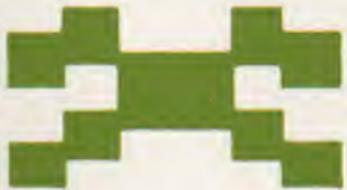


# ALIEN KRITTERS

As you fire on the Beamed Kritters, they will materialize and attack your Base Command Ship. You must maneuver your ship out of their path and send them into outer space. If you don't fire on them, they will materialize anyway and search and destroy at random.



# FREE FALLING KRITTERS



The Free Falling Kritters descend at various speeds and frequencies. You must eliminate them before they land on your Star Base. Each Free Falling Kritter that reaches your Star Base causes you to lose points.

# ALIEN PATROL KRITTERS



The saucer-like Patrol Kritters appear at random intervals and move from right to left above the Beamed Kritters. Each Patrol Kritter you eliminate will gain you a new Base Command Ship (up to five).

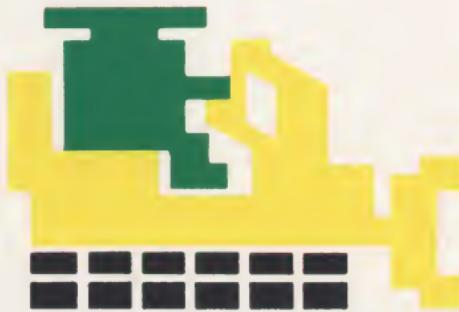
# BASE COMMAND SHIPS



Your Command Ship moves horizontally above the Star Base. You must maneuver it as you fire your Laser Rockets at the Alien Kritters. If you are hit by the attacking Beamed Kritters or the Free Falling Kritters, your Command Ship

will be destroyed and a Reserve Ship will take its place. If you use up your Reserve Command Ships, the game will end.

# BASE SANITATION CREW



If you are hit by any of the Alien Kritters and destroyed, the Sanitation Crew will send out the Bulldozer to clear away the wreckage. Note: If you wish to eliminate this procedure to speed up the game, just press the "option" button on your computer.



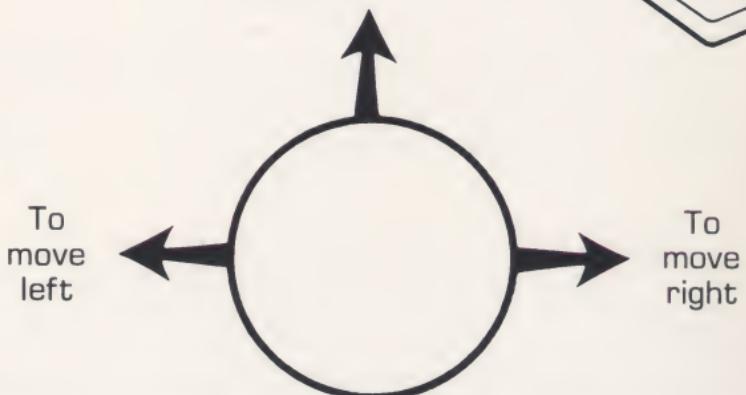
At the end of the game, the Sanitation Crew bulldozes a marquee onto the screen, giving your score, the high score and instructions to "Press Trigger" to start a new game.

# JOYSTICK CONTROLLER

To maneuver your Base Command Ship, use your Joystick Controller.



SUPERMISSILES



Hold the controller with the Red Button to your upper left. Move controller to right to move your Command Ship to the right, and move it left to guide your ship to the left. Aim your ship at the Kritters and press the Red Button to fire your missiles.

## SUPERMISSILES

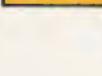
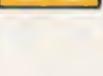
Your Supermissiles will destroy everything in their path. They can destroy attacking Beamed Kritters (your regular missiles cannot) or they can eliminate a complete column of Beamed Kritters. To fire a Supermissile, push the Joystick forward and press the Red Button at the Same time. You are allowed only one Supermissile pér each level of play, but if it is not used, you can accumulate them to hold in reserve.

# **SCORING**

The Beamed Kritters are worth 100 points at the bottom level and increase by 100 points at each succeeding level, making the top level worth 1,000 points. The Free Falling Kritters are scored in the same manner. Any Kritters shot below the 100 point level are of no value.

For each Free Falling Kritter that is allowed to land on your Star Base, 100 points will be deducted from your score. All points will be double after you pass Skill Level #4.

K-Razy Kritters has 10 Skill Levels of play (0 thru 9). You can start at any level you wish by using the Joystick. Move it to the right to increase the level and to the left to decrease. The level of play you have selected will appear on the screen. After winning the game at that level by clearing the screen of all Alien Beamed Kritters, you will automatically advance to the next (more difficult) Skill Level.

		LEVELS	LEVELS
		0 thru 4	5 thru 9
		= 1,000	2,000
		= 900	1,800
		= 800	1,600
		= 700	1,400
		= 600	1,200
		= 500	1,000
		= 400	800
		= 300	600
		= 200	400
		= 100	200
		= 0	0

Free-Falling Kritter  
landing on Star  
Base = -100 -200

# **HELPFUL HINTS**

Listen for the "BEEP" warning signal indicating an Alien Patrol Kritter is approaching. Then take aim and fire just ahead of your target to compensate for the speed of movement. If you miss, maneuver your Command Ship, quickly, to the left and fire again.

You can increase your score by shooting the Free Falling Kritters at the highest level possible on the screen.

When you use regular missiles to shoot Beamed Kritters, maneuver your Command Ship, rapidly, to the opposite side of the screen to avoid their attack.

Save your Supermissiles to eliminate an entire Beam of Kritters. Don't waste them on single, Free Falling Kritters.

Use your dexterity by firing at Beamed Kritters in bursts of two rapid shots, then maneuver your Command Ship, quickly, to the opposite side of the screen to avoid attack.

# LIMITED WARRANTY

CBS Inc. ("CBS") warrants to the original consumer purchaser of this CBS Software™ cartridge for a period of ninety days from the date of purchase that it is free from any defects in materials or workmanship. If any such defect is discovered within the warranty period, CBS will repair or replace the cartridge, at its option, free of charge on receipt of the cartridge with proof of date of purchase, postage paid, at:

CBS Software Long Meadow Road  
Hagerstown, MD 21740

In the event that your cartridge is replaced, the replacement will be continued on the original warranty for the balance of its term or for 30 days, whichever is longer.

This warranty is limited to the electronic circuitry and mechanical parts originally provided by CBS and is not applicable to normal wear and tear. This warranty shall not apply to defects arising from abuse, unreasonable use, mistreatment or neglect.

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